
Title: Hag Quest

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The Witch's Apprentice Quest starts when you talk to Grizelda the Hag, who can be found out in some old ruins in the middle of the woods far south of yew.

Grizelda seems to have a problem keeping her apprenticecs alive,mainly because of a certain IMP named Zeefzorpul.

Therefore she will ask you to go look for her last Apprentice who has gone missing.

To find the apprentice youyou will have to go to the road west of the ruins and follow it north towards the cemetery in Yew. Somewhere along the road you will come across the body of the apprentice and notice an imp stealing a pice of paper from the corpse.

Examine the corpse to find out that is the missing apprentice and then return to Grizelda with the bad news.

Grizelda, now beeing an apprentice short asks you to track down the imp and get the recipe it stole from the apprentice back.The imp, who is named Zeefzorpul, is a notorious troublemaker and very good at hiding when he is in trouble, but Grizelda is sure that most other imps will be able to tell you where he is at, although you may have to beat it out of them.

You should then go
find some imps and
start killing them,
any imps will do.
After killing a few,
one of them will talk
to you and give you a
map leading to
Zeefzorpul's hideout
and a magic flute
with the power to
summon him. Look at
the map and see if
you can figure out
which location it points
to, if you can't try
looking at
www.uo-Goodman.com.
Now go to the location
the map shows and play
the flute, that should
make Zeefzorpul appear.
He won't be too happy to
see you of course, he
ends up giving you
Grizelda's recipe anyway
and then he steals the
flute from you, so you
can't disturb him again.
You can then return to
Grizelda and report your
success.

Grizelda isn't going to
give you a reward just
yet though, you will first
have to complete the
original apprentices job,
which was to collect the
items needed for the
recipe.

The recipe will list 3
random items from the
following list that you will
need to find:

*5 Sheep liver

kill 5 Sheep

*5 Rabbit Feet

kill 5 rabbits or jack
rabbits

*5 Mongbat wings

kill 5 Mongbats

*5 Chicken Gizzard

kill 5 Chicken

*5 Rat Tails

kill 5 sewer Rats or
Rats

*5 Frog Legs

kill 5 Bullfrogs

*5 Deer Hearts
kill 5 Hinds or Great
Harts
*5 Lizard Tongues
kill 5 Lava Lizards or
Lizard Men
*5 Slime Ooze
kill 5 Slimes or Frost
Ooze
*5 Spirit Essence
kill 5 Ghouls, Shades,
Spectres, Wraiths or
Shadow Fiends
*5 Bones buried in
hollowed ground
use a shovel on a Grave
*Swamp Water
use Pitcher on a Swamp
*Freshly cut red
Mushroom
Use a dagger or a
sharp blade on a red
Mushroom
*Star Chart
Use a Spyglass at Night
*Captain Blackheart's
Whiskey

if one of the items is
the Whiskey you will have
to go to "the Pirates
Plunder Tavern" in
Buccaneer's Den and talk
to Captain Blackheart
himself.

The Captain is just
not giving anyone a
taste of his whiskey
though, so you will
have to prove yourself
to him. First you will
have to look like a
pirate, that is easily
done by wearing a
tricorne hat.

Next you will have to
show you hold your
liquor, so you will
have to drink about 5
or more pitchers of
liquor and then talk
to the Captain again.
Once he is convinced
you are a proper
Pirate he will offer
you some of his rare
Whiskey.

Once you have all 3
Items and brought them
back to Grizelda, she
will reward you with
a bag containing about
2000 Gold, 30ea
Reagent, a magic
Item, a Treasure
Map, a Cauldron and
a Bottle of Magic
Moonfire Brew.
If one of the
Ingredients was the
Pirate's Whiskey
then she will also
give you a bottle of
Grizelda's Extra
Sterngh Hangover
Cure.
Good Luck